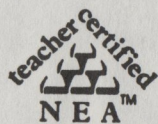


Wizard of Words™

by
Anita Neely and Tim Aaronson

Advanced Ideas Inc.
2902 San Pablo Avenue
Berkeley, CA 94702
(415) 526-9100



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by the National Education Association*

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*The programs distributed on this diskette were compiled using Chris Galfo's **Integer Basic Compiler** which is now marketed by Synergistic Software of Renton, Washington.*

SYSTEMS REQUIREMENTS*

- **Apple version: Wizard of Words** requires that you have an Apple II, II *plus*, IIe, IIc, IIGS, III (emulation mode) or compatible computer with at least 48K RAM and one disk drive.
- **IBM version: Wizard of Words** works on the IBM PC, PC jr., PC AT, PC XT, PS/2 and compatible computers with PC/MS DOS version 2.0 or higher. A color/graphics adaptor, 256K RAM and one double-sided disk drive are required. A hard disk drive is optional.
- **Commodore version: Wizard of Words** will run on the C-64 or C-128 with one floppy disk drive.

Note: Different machine versions are not interchangeable. Verify that you have the proper version for your computer. A color monitor is recommended for full appreciation of the color graphics. A blank diskette is required for saving your own word lists.

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PREFACE

What is a *real* word? What makes a *dictionary* word? Since English is a vibrant, constantly evolving language, there are no easy answers to such questions. Each day of listening to our language being spoken provides exciting new innovations: a radio report of critics who *savaged* a new movie; an employee asking whether an employer would *conscience* hiring someone who lacked a degree. A word is real if the scholars who write dictionaries sanction it; it is also real when it communicates accurately and finds acceptance among users of the language.

We hope that the **Wizard of Words** will help kindle in players of all ages both an enjoyment of words and an appreciation of the living language that they use every day. In support of this goal, we recommend that players have a dictionary nearby to encourage further exploration and inquiry.

Anita Neely
Tim Aaronson

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INTRODUCTION

Welcome to the mystic realm of the **Wizard of Words**, where every word is a puzzle, and each puzzle contains a thousand words!

The Wizard offers a beguiling array of five different word games, each of which reinforces a number of important verbal skills. Players decide before they begin how difficult the words in a game will be, insuring continuing challenges and fun. For two of the Wizard's games, *Castle Capers* and *Jester's Jumble*, a player, parent or teacher can create a list of words that the game will draw from. Otherwise, words come from the Wizard's own 38,000-word list.

The games on this diskette have been carefully designed to take full advantage of the interactive capabilities of your computer. Each game is quickly adaptable and infinitely varied; the computer's response to players' input is immediate. Unlike conventional board games and puzzles, your computer's screen and keyboard allow each player to modify a game to ensure that it remains both interesting and enjoyable. When a student views an activity in such a light, its educational potential is virtually limitless.

Winning and losing

The educational value of classroom competition is compromised if students are afraid to guess at an answer that they don't know. Whether a student plays the Wizard's games with a friend or against the computer, on-screen messages have been phrased to ensure that each game, while challenging, remains a positive learning experience. Hesitant readers will experience reading as a means of participating in an inherently enjoyable activity, rather than a stumbling block that separates one student from another.

The Wizard's word list

The cornerstone of the Wizard's five games is a master list of 38,000 words, including those most commonly found in the vocabulary of children ages seven to thirteen. Each of the words in the Wizard's word list has been assigned to one of eight levels of difficulty. Before each game begins, players are allowed to select a level that will keep things fun and challenging. The size of the Wizard's list allows for a very challenging eighth level.

The integration of this extensive word list with the Wizard's five games provides a unique opportunity for a student to play truly interactive word games against a computer. Since response to player input is immediate, the games encourage and reward enthusiastic participation.

What's a word?

Inevitably, players will suggest words that are not contained in the Wizard's word list. Rather than assuming that a particular combination of letters is not a word, players are encouraged to consult a dictionary. If the word is located, the player can enter this information and will receive credit for the word. The **Royal Registry of Words** contains no proper nouns, nor words which contain punctuation or spaces.

Using a dictionary

If players suggest words that are not in the Wizard's word list, they are encouraged to look for their words in a dictionary. While reinforcing the development of research skills, this process also encourages students to see the game as a dynamic, open-ended process in which growth and interaction are more important than avoidance of failure. Whether or not a particular word is in the dictionary, the student is learning to use a tool that will prove quite helpful in future encounters.

Personal word lists

Each of the Wizard's games encourages vocabulary development by acquainting players with numerous words commonly used at their skill level. One of the most effective techniques for developing reading and spelling skills, however, makes use of words that are already part of a student's spoken vocabulary as a result of experiences outside the classroom. For two of these games, *Castle Capers* and *Jester's Jumble*, lists of such familiar words — or words requiring drill for classroom assignments — can be used instead of the Wizard's word list.

The process of creating such word lists provides another opportunity for students to develop their reading and vocabulary skills. This simple procedure is described in *Chapter IX: Creating your own Word Lists with King Author*.

USING THIS BOOKLET

This manual was designed for use with several computers: the Apple II family and compatibles; the IBM PC family and compatibles; and the Commodore 64/128. Throughout this instruction booklet, differences between machine versions will be noted.

Use this booklet in conjunction with your computer. The easy-to-use tutorials and quick reference sections describe how the **Wizard of Words** functions. The first chapter includes instructions to follow before playing **Wizard of Words**. The second chapter explains how to start the program. The third chapter provides instructions on various functions common to each of the five games. The remaining chapters are reference sections which describe the various features of each of the games, instructions for creating and using your own word lists and some suggestions for supplementary activities.

In this manual, on-screen messages, keys that players are asked to press and characters that may be entered are printed in **Boldface**.

Entering and Escaping

In these instructions, you will see phrases such as "Enter Y" or "Enter the word". To enter data, type in the required characters and press the **RETURN** key. Various keyboards use names such as **CARRIAGE RETURN**, **CR**, **ENTER** or **↵** for this key. Use this same key whenever you are asked to enter data or press **RETURN**.

Pressing **RETURN** is also used to indicate that you have followed an instruction and are ready to move on to the next step. If a question asks for a Yes or No answer, enter only a **Y** or an **N**.

To escape from a game or a process that you don't want to continue, press the **ESC** key (Apple or IBM) or the **f1** key (Commodore). In case you have hit the **ESC** / **f1** key accidentally, you will be asked whether you are finished with that activity. If you enter **Y**, you will be asked to reinsert the **Wizard of Words** diskette so that you can return to the *Wizard's Main Menu*.

Correcting your entries

If you have misspelled a word or entered an incorrect number, use the left arrow key **←** (Apple or IBM) or the **DEL** key (Commodore) to backspace over the incorrect characters until you can enter the correct ones. If you press **RETURN** after typing an incorrect command, it will be ignored; you will be asked to enter the command again. If you enter a word that does not follow the rules of the game that you are playing, a message will explain why your word cannot be accepted.

CHAPTER I

BEFORE USING WIZARD OF WORDS

The **Wizard of Words** diskette contains information on both sides. In the Apple and Commodore versions, the side labeled “**Wizard of Words**” contains all of the Wizard’s games, while the side labeled “**Royal Registry of Words**” contains the Wizard’s 38,000-word list. In the IBM version, both the **Wizard of Words** and the **Royal Registry of Words** are integrated on both diskette sides.

Your copy of **Wizard of Words** may be write-protected. In any case, the data on the diskette cannot be changed, and it should not be used to save your personal word lists. Therefore, before playing any games, and before using *King Author* to create your own personal word lists, use your system’s copy utility to copy the **Royal Registry of Words** onto a blank diskette. (Note: the copy of the **Royal Registry of Words** must be placed in the same disk drive as the one you are using for your original **Wizard of Words** diskette. As such, it must be copied to the same size diskette — 5.25” or 3.25”.) For IBM, simply use *DISKCOPY* to copy the **Wizard of Words** diskette onto a blank diskette. (Note: You must still boot the program from the original diskette.)

The original **Royal Registry of Words** can be used to create new registries as they are needed. Therefore, individual players can each make a copy that will incorporate their own library of personal word lists. The **Wizard of Words** diskette must be in the disk drive when a game is selected (Apple and Commodore versions). Once a game is chosen, a message appears on the screen asking players to insert the **Royal Registry of Words** diskette. Use your *copy* of the **Royal Registry of Words** whenever this message is displayed. (For the IBM version, the copy can be inserted once you have reached the *Main Menu of Wizard of Words*.) It is possible to play a given game indefinitely without removing your copy of the **Royal Registry of Words** diskette from the disk drive. To play a new game (Apple and Commodore versions), the **Wizard of Words** diskette must be reinserted. An on-screen message indicates when this should be done.

CHAPTER II

HOW TO START WIZARD OF WORDS

Protecting the Wizard of Words diskette

The **Wizard of Words** diskette comes on a floppy disk or diskette. Always keep the program diskette, and any others you might have, in its protective sleeve and away from anything magnetic (including televisions)! Never use any hard-tip or ballpoint pens when labeling a diskette. Use only soft, felt-tip pens which will not damage the surface of the disk. The disk drive only needs the small openings in the permanent vinyl casing to read from and write to the diskette. The diskette should be handled carefully, and nothing should be allowed to touch the surface of the disk itself.

Inserting the Wizard of Words diskette

Insert the **Wizard of Words** diskette into the disk drive with the label(s) between your fingers, with the **Wizard of Words** label face up. Lift open the door of the disk drive, and gently slide in the diskette, exposed end first. Diskettes should never be forced into the drive. With the diskette fully inserted, close the disk drive door.

Booting Wizard of Words

To use the program, you must first boot the diskette. *Booting* a diskette means starting up the disk drive from the beginning. The following instructions describe how to boot the program for each computer version of the program. Your computer may be slightly different than described in this section. If you have any questions, consult your computer's user manual.

• For an Apple computer, follow the instructions below:

- STEP 1. Make sure the computer is turned off. Turn on the monitor.
- STEP 2. After inserting the diskette into the drive, turn on the computer. The program will load and run automatically. If the *Main Menu* fails to appear, repeat the loading process, beginning with STEP 1.

• For a Commodore computer, follow the instructions below:

- STEP 1. Make sure the computer is turned off. Turn on the monitor, then turn on the disk drive.
- STEP 2. After inserting the diskette into the drive, turn on the computer.
- STEP 3. Type **LOAD"AI",8,1** and press **RETURN**. The program will load and run automatically. If the *Main Menu* fails to appear, repeat the loading process, beginning with STEP 1.

• **For an IBM computer, follow the instructions below:**

- STEP 1. Turn on the monitor, then turn on the computer.
- STEP 2. Boot **DOS** from your standard system diskette.
- STEP 3. Insert the **Wizard of Words** diskette gently into any disk drive.
- STEP 4. At the prompt (>), log on to the drive in which you have placed the **Wizard of Words** diskette by typing the letter designation of the drive (**A**, **B** or **C**) followed by a colon, then press **ENTER** (e.g., if you placed the **Wizard of Words** diskette in Drive B, type **B:** and press **ENTER**).
- STEP 5. At the prompt, type **AIWOW** (as in **Advanced Ideas Wizard Of Words**) and press **ENTER**. The program will load and run automatically. If the *Main Menu* fails to appear, repeat the loading process, beginning with STEP 1.

CHAPTER III

HOW TO PLAY

WIZARD OF WORDS

Although each of the Wizard's games is different, the process of selecting a game and tailoring it to the players' needs is essentially the same. This chapter will acquaint you with the process. The peculiarities of each game are described in *Chapters IV through VIII*.

Getting Started

After booting the program, the computer will display the *Main Menu*:

1. Jester's Jumble
2. Castle Capers
3. Dragon's Spell
4. Word Spinning
5. Herald's Hark
6. King Author
7. Sound On/Off
8. Quit (*IBM version only*)

Choose a number. (1-7)

The first five selections on this menu are games. Number 6, *King Author*, allows you to create your own personal word lists for use in *Jester's Jumble* and *Castle Capers*. The process is described in *Chapter IX*. The last option, number 7 on the menu, allows you to turn the game's sound effects on or off. **On** or **Off** will be highlighted to indicate the current setting. (The IBM version also has an eighth option which allows users to exit the program without turning off their computer.) To select one of the Wizard's games, type a number between 1 and 5, then press **RETURN**.

The following instructions apply to all of the games. Each game begins with this question:

Do you want instructions? (Y/N)

By entering **Y** for Yes, players can view simple instructions. Once players are acquainted with a game, an **N** answer allows them to proceed directly to the game.

Games that can be played by two people ask for the name of the first player, whether or not there is a second player, and then for the second player's name. Names of up to nine letters can be entered. Nicknames should be used in place of longer names.

Players are allowed to determine the difficulty of each game by entering a number from 1 to 8 in answer to the following question:

Which level do you want? (1-8)

Level 1 contains the easiest words. Players should experiment with various levels until they find one that keeps the games fun and challenging.

Games with personal word lists

Jester's Jumble and *Castle Capers* can be played with word lists created by the players themselves, or entered from a spelling list or course vocabulary. These two games include the following question:

Want to use your own word list? (Y/N)

A **Y** answer initiates the process. For detailed instructions on creating a personal word list, see *Chapter IX — Making your own Word Lists with King Author*.

Before play begins

Before a game can start, Apple and Commodore players will be asked to remove the **Wizard of Words** diskette and insert the **Royal Registry of Words**. As explained in *Chapter I*, players should be using a *copy* of the original **Royal Registry of Words**. With all of the word lists accessible, play can begin.

Passing

When two players are playing *Herald's Hark*, *Dragon's Spell*, or *Word Spinning*, a player can pass (forfeit his or her turn without leaving the game) by pressing **RETURN** without first making any entry. To insure that a key wasn't hit by mistake, the question:

Do you want to pass, name ?

will appear. A **Y** answer allows the other player to take his or her turn.

Ending a game

To end a game at any point during play, press **ESC** (Apple and IBM) / **f1** (Commodore). The following question will appear:

Finished with this word? (Y/N)

A **Y** answer ends the game, causes the secret word (if there is one) to be displayed, and may cause the medieval character in charge of the game to offer a congratulatory message.

Before playing again

When a game is finished, players have the option of changing the names of the players, the length of the words used, or the level of difficulty involved. They can also return to the *Wizard's Main Menu*, where another game or the *King Author* program can be selected. When the *Main Menu* is needed, players will be requested to remove the **Royal Registry of Words** diskette and insert the **Wizard of Words** diskette (Apple and Commodore versions only). Once a new activity has been chosen, your copy of the **Royal Registry of Words** diskette must be reinserted when indicated on the screen.

CHAPTER IV

JESTER'S JUMBLE

The Jester tosses into the air a jumbled word from the **Royal Registry of Words**. A single player tries to unscramble the word before the Jester does. As in all of the Wizard's games, the player determines the word's level of difficulty before the game begins.

Each entry that a player makes must be completed by pressing **RETURN** .

The first arrangement of letters that the Jester presents is the hardest to unscramble; the more times it takes to unscramble a word, the easier the task becomes. When the secret word is guessed, the Jester winks and juggles.

If you want to quit before a game is finished, press **ESC** / **f1** . This will cause the secret word to be displayed, along with the question:

Ready for your next word? (Y/N)

An **N** answer allows you to change the game's level of difficulty or return to the *Wizard's Main Menu*. You will be asked to reinsert the **Wizard of Words** diskette before returning to the *Main Menu*.

Players can create their own word lists for use with both *Jester's Jumble* and *Castle Capers*. This process is explained in *Chapter IX — Making your own Word Lists with King Author*.

CHAPTER V

CASTLE CAPERS

A secret word is printed on a set of banners that lie atop the castle walls. All of the letters in the alphabet are floating in the moat below. After a player chooses a comfortable skill level, he or she may guess a letter. As letters are guessed, they disappear from the moat.

RETURN must be pressed after each letter is selected.

If a player guesses a letter that is part of the castle's secret word, a knight unfurls the correct banner. When the secret word has been spelled correctly, a troubadour appears at the castle's gateway and plays a tune.

With each incorrect guess, however, the castle gate descends a notch. If the portcullis closes before a player guesses the secret word, the word is revealed.

When the game is over, you will see the question:

Ready for your next word? (Y/N)

If you want to request a different sort of word or to stop playing this game, enter **N**.

To quit before the secret word has been guessed, press **ESC** / **f1**. You will be asked if you are finished with the game. If you enter **Y**, the secret word will be displayed, and you will have the choice of playing *Castle Capers* again or returning to the *Wizard's Main Menu*. Before returning to the *Main Menu*, you will be asked to reinsert the **Wizard of Words** diskette.

Players can create their own word lists for use with both *Castle Capers* and *Jester's Jumble*. The process is explained in *Chapter IX — Making your own Word Lists with King Author*.

CHAPTER VI

DRAGON'S SPELL

The Dragon puffs out a word that conceals several shorter ones. Players earn points by using the letters in the Dragon's word to construct new words. The Dragon keeps score.

Before the Dragon chooses a word, players are asked to specify how hard the word should be by entering a number from 1 to 8. Remember: each entry must be completed by pressing **RETURN**.

Words with double letters are allowed only if the letter occurs twice in the Dragon's word. If the Dragon's word is *CENTRAL*, the word *CELL* will not be accepted, but the word *CRANE* will earn you 5 points. If the Dragon's word is *SEATED*, the word *SEE* will earn you 3 points.

After you have entered a word, you will see the Dragon looking up your word in the Wizard's word list. If your word is in the list, you will earn a point for each letter. If the Dragon can't find your word, he will ask you to look it up in your dictionary. If the word is spelled the way it is on the screen, enter **Y** to answer the Dragon's question. You will earn points for any word that you can find in your dictionary.

You will lose a turn if you try to use letters that are not in the Dragon's word or words that are not in the dictionary.

When you have found all the words that you can in the Dragon's word, press **ESC** / **f1**. The Dragon will print out a special message for you, and ask:

Ready for your next word? (Y/N)




If you answer **N**, the Dragon will ask whether you want to play again.

If you respond with **Y**, you can enter the names of different players or ask for a different word level. If you enter **N**, you will be asked to reinsert the **Wizard of Words** diskette so that you can return to the *Wizard's Main Menu*.

CHAPTER VII

WORD SPINNING

With her drop spindle, the Princess spins out words that cross and re-cross, on a grid that changes with each game. A player can compete with the Princess or challenge a friend to see who can fill up the most squares.

The blinking arrow cursor can be moved around the grid with the left () and right () arrow keys (**CRSR** keys on the Commodore). The cursor always moves to a spot where a new word can be started. Each word must completely fill the line of squares that you are working in. To erase a letter in a word that you are making, use the left arrow key ().

After a word is entered (using **RETURN**), the message:

Let me check!

appears on the screen while the Princess checks the word with the Wizard's word list.

The Princess keeps score according to the following rules:

- Each letter is worth at least one point.
- Letters that occur where two words cross make a word more difficult to construct; such *crossing letters* are worth extra points. If the crossing letter is the first letter in a word, it earns one extra point; otherwise, it earns at least two.
- Each crossing letter is worth two points more than the previous crossing letter.

In the following examples, crossing letters are underlined:

- BASICS earns points for six letters, plus an extra point for its first letter, B. Total score: 7 points.
- The C in BASICS earns two points more than the word's first crossing letter, adding 3 points. Total score: 10 points.
- Since the A in BASICS isn't the first letter, it adds two extra points to this word's score. Total score: 8 points.
- The second crossing letter in BASICS is worth two more points than the first, or four points. Total score: 12 points.

The Princess automatically computes players' scores and lists them in the upper right corner of the screen.

If you create a word that is not in the Wizard's word list, you will see the message:

That's not in the Wizard's word list!
Is it in your dictionary? (Y/N)

Enter **Y** if you can find the word in your dictionary, spelled exactly as you have spelled it. You will get points for each letter. If you can't find the word, enter **N**; you have lost your turn.

When all squares in the puzzle are filled, players' final scores are posted and the Frog Prince comes hopping across the screen. Children will be delighted with the Frog Prince's surprise.

To pass (skip a turn), press **RETURN** without entering any letters. To leave the game before all squares are filled, press **ESC** / **f1**. You will be asked if you are finished, and if you want to go back to the Wizard. If you want to return to the *Wizard's Main Menu*, you will be asked to reinsert the **Wizard of Words** diskette.

CHAPTER VIII

HERALD'S HARK

The Heralds will hide a word for you to guess from the Wizard's word list. You will be asked to specify a **3-**, **4-** or **5-**letter word. Next, you will be asked to enter a number from **1** to **8** to show how hard you want the hidden word to be.

Remember: you have not finished entering an answer until you have pressed the **RETURN** key.

For your first guess, try any word with the right number of letters. The Heralds will post your guess on the tapestry that hangs between them; the number after the word shows how many letters your word shares with the secret word. When you have made several guesses, you will have a better idea of what the secret word may be.

If the secret word has a double letter (such as in *BEEN*), and you enter a word with only one of the letters (such as *TIME*), you will get credit for guessing only one letter. If the secret word is *BOAT* and you guess *SOON*, the Heralds will also indicate that you have guessed one letter.

If you enter a word that is not in the Wizard's word list, you will be asked to look up the word in your dictionary. If you can find the word, spelled the way it is on the screen, enter **Y** in answer to the Heralds' question. Your word will be listed like any other word. If you cannot find the word in your dictionary, your turn is over. If you guess a word with the wrong number of letters, you also lose your turn.

In a two-person game, if you want to skip a turn without leaving the game, press **RETURN** without entering anything. You will be asked if you want to pass. Enter **Y**, and it will be your opponent's turn.

When you guess the secret word, the Heralds will play a tune for you. If you want to end the game before you guess the word, press **ESC** / **f1**, and the Heralds will reveal the word. Either way, once the game is over, you will be asked:

Ready for your next word? (Y/N)

If you answer with **N**, you can choose to continue the game on a different level or return to the *Wizard's Main Menu*. If you decide to return to the *Wizard's Main Menu*, you will be asked to reinsert the **Wizard of Words** diskette.

CHAPTER IX

MAKING YOUR OWN WORD LISTS WITH KING AUTHOR

The easiest words to learn are the ones that we use every day. A word game is even more fun when the right answer reminds players of a family vacation or a game that they enjoy.

King Author allows students, parents and teachers to create personal word lists for two of the Wizard's most popular games, *Castle Capers* and *Jester's Jumble*. More than 100 such lists can be stored on your *copy* of the **Royal Registry of Words** diskette.

Getting Started

Remember: Before using *King Author*, a copy should be made of the **Royal Registry of Words** portion of your diskette. Refer to *Chapter I — Before Using Wizard of Words*, for more information on copying the **Royal Registry of Words**.

To create your own word lists for *Castle Capers* or *Jester's Jumble*, insert the **Wizard of Words** diskette in your disk drive and enter **6** to reach *King Author*. You will be asked to remove the **Wizard of Words** diskette from your disk drive and to insert the **Royal Registry of Words** diskette. Remember to insert your *copy* of the **Royal Registry of Words** at this message. When you have done so, you will see *King Author's Menu*:

KING AUTHOR

1. Catalog of word lists
2. Add a new list
3. Change an old word list
4. Return to current word list
5. Delete a word list
6. Go back to the Wizard
7. Instructions

Choose a number. (1-7)

To choose an option from this menu, type its number and press **RETURN**.

Options from *King Author's Menu*

1. **Catalog of word lists** includes the names of all personal word lists on the diskette that you are using. If there are too many names to fit on one screen, you can see the rest of the entries by pressing **RETURN**. Press **ESC** / **f1** to escape back to *King Author's Menu*.

2. **Add a new list** allows you to create a personal word list. Each list may contain up to 15 words, and may be used in either game. Each word must have between 3 and 15 letters, although *Castle Capers* can't use words over 8 letters long. Do not use spaces or punctuation marks when creating a word.

Press **RETURN** when you have finished typing in each word. If your word does not fit the rules, King Author will let you know.

These words from a list titled *ANIMALS* could be used in either game:

TIGER
GNU
LEOPARD

These words could be used only for *Jester's Jumble* because they have over 8 letters:

ORANGUTAN
CHIMPANZEE

These words could not be used at all:

OX (too short)
SEA OTTER (uses a space)
PUSHMI-PULLYU (hyphenated)

When you have completed your list, press **ESC** / **f1**. You will see the *Editing Menu*:

1. Change a word
2. Erase a word
3. Add another word
4. Save this word list
5. Go back to the menu

Pick a number (1-5)

This allows you to edit the list that you have just created or to save the list and return to playing a game. Enter an appropriate number.

3. **Change an old word list** asks you to specify the name of the personal word list that you want to change. Again, you may press **RETURN** to review the names of current lists. Once you have entered the name of the list that you want to change, you will be using the *Editing Menu*. Option 4 from the *Editing Menu*, *Save this word list*, allows you to rename an old word list in the process of saving it.
4. **Return to current word list** comes in handy if you have come out to *King Author's Menu* by mistake. Entering 4 returns you directly to the word list that you were working on.
5. **Delete a word list** asks you to enter the name of the list that you want to remove. It will then print the message:

DELETING *list name*

to confirm your command. When your word list has been deleted, you will be returned to *King Author's Menu*.

6. **Go back to the Wizard** takes you back to the *Wizard's Main Menu*. A single command there will start a new game.
7. **Instructions** contains the basic rules for creating word lists, which have been covered here. Pressing **RETURN** will return you to *King Author's Menu*.

Options from the *Editing Menu*

1. **Change a word** deletes the word you indicate and allows you to substitute another word at the same spot on the list. The substitution is not complete until you press **RETURN**; if you want to restore your original word, press **ESC** / **f1** at any time before you press **RETURN**.
2. **Erase a word** deletes both a word and its number.
3. **Add another word** allows you to continue your list — up to 15 total words.
4. **Save this word list** stores your new list on your copy of the **Royal Registry of Words** diskette. You will be asked to create a name for your list. List names may contain more than one word, and may use up to 20 letters. If you're saving an old list, you can save it with its old name, or create a new name for it. If you aren't sure of whether a list name has already been used, press **RETURN** to view a list of all current lists. Pressing **ESC** / **f1** returns you to your list. When you have named your list, press **RETURN** to return to *King Author's Menu*.

5. **Go back to the menu** is used when you're through with a particular list. You will be asked:

Going back without saving list? (Y/N)

to remind you that you have not saved this list since calling it up. If you have made any changes or additions to the list, enter **N**, which will return you to the *Editing Menu*. Choosing **4** will then allow you to save the list as described above.

If you have called up this list only to look at it, you can safely enter **Y**, since the list as you originally created it has already been saved. You will be returned to *King Author's Menu*.

CHAPTER X

SUPPLEMENTARY ACTIVITIES

Additional Word Lists

To help you enjoy **Wizard of Words** even more, we would like to give you some suggestions for making original word lists. Try these for example:

1. Make a list of your friends, family, teachers or famous people. Then use these lists in *Jester's Jumble* and *Castle Capers*.
2. How about making lists of famous brand names: foods, stereo systems, automobiles, etc.
3. Entering words from any of your child's school subjects is a great way to have your child do homework and have fun at the same time.
4. Add a "New Words" list every week. Take words you don't know from the dictionary and enter them. Learn the definitions as you learn the spelling. Then you will really improve your vocabulary.

Things To Do On Your Own

Wizard of Words teaches skills that you can practice using other materials, too. Here are some examples:

1. For young children: get some foam matting and cut it into nine blocks of 3 x 3 x 3. Cover each block with colored felt (optional), and glue an upper or lower case letter of a different color felt on each side of the block. Then use the blocks like dice to roll and make words from the letters that come up. Make crossword puzzles as you play.
2. Make a deck of upper and lower case letter cards using index cards or cardboard squares. Shuffle the deck. Pick a number of cards (2 - 10), and try to make a word from those letters. Keep score to see how many words you can make.
3. Cut out long words from magazine headlines and put them face down on a table. Then flip one over and write down all the words you can find within the long word.

ABOUT ADVANCED IDEAS

Take professional educators with years of experience with children and computers. Add expert programmers with an uncompromising dedication to quality. And game designers who think learning should be fun. The result is Advanced Ideas, the software developers who bring learning into play.

At Advanced Ideas we believe that sound educational programs don't have to be dull. In fact, the best programs incorporate learning skills in exciting games. Used in over 7,000 school districts, our educational software proves that motivated learning works best. All of Advanced Ideas' learning programs have earned the certification of endorsement from the National Education Association.

Flexibility is another key element in our educational design. We design our programs to allow for choice: each Advanced Ideas game comes with a variety of topics for your child or student to explore. Optional LearningWare diskettes extend the range of topics. And our authoring systems make our programs infinitely expandable; they let you create lessons tailored to your student's or child's interests and needs.

LearningWare, authoring, motivated play — all key elements in the software of choice.

ALSO FROM ADVANCED IDEAS

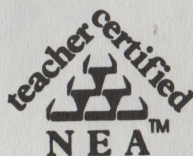
The Game Show (*Apple, IBM, C-64*) — A popular TV quiz show format with animated color graphics, flashing lights, cheering teammates and challenging questions that teach information, vocabulary and essential thinking skills in a game of clues and target words. Comes complete with 40 topics in language arts, social studies, science and math for grades 3-8. Its unique authoring system allows you to create your own lessons in any subject. Ages six to adult.

Tic Tac Show (*Apple, IBM, C-64*) — An animated quiz emcee interacts with one or two players of any age in a game which combines the strategy of tic-tac-toe with an entertaining question-and-answer format. Create your own questions and answers on any topic with the easy-to-use authoring system. Ages four to adult.

Master Match (*Apple, IBM, C-64*) — Test your visual memory skills and factual knowledge, in a game which asks you to find matches in images and words under numbered mystery squares. Use the authoring system to create matches in any topic, using text, graphics and foreign language character sets. Ages six to adult.

Dinosaurs (*Apple, IBM, C-64*) — With Dinosaurs, the world's youngest learners become part of the computer age. Dinosaurs transports prehistoric animals into modern times in five fun games for ages 2 1/2 to five. Helps preschoolers practice the important skills of matching, sorting, counting and directionality using Montessori principles.

Lucky's Magic Hat (*Apple only*) — Enter the land of leprechauns with Lucky, a tricky elf who amuses his friends with playful questions that call for reading comprehension, sequential thinking, perception and memory skills. Create your own lessons and tutorials, using both text and color graphics, with our most advanced authoring system yet. Ages five to adult.



Audubon Wildlife Adventures

Look for these new products from Advanced Ideas for Apple and IBM computers:

Audubon Wildlife Adventures: Grizzly Bears *(available Fall 1988):*

Investigate the human and natural activities that have brought the grizzly close to extinction, using a database and ecological modeling. Four interactive simulations let you play a park ranger, a research biologist and others to find solutions to the conflicts between humans and grizzlies. Developed by National Audubon Society. For ages nine to adult.

Audubon Wildlife Adventures: Whales *(available Spring 1989):* Four interactive stories introduce conservation issues. Play a marine biologist or a whale-watch expedition planner to explore, search and create solutions to the conflicts between people and whales. Simulated field work, ecological modeling and an on-line data base help you find balanced solutions. Developed by National Audubon Society. For ages nine to adult.

Audubon Wildlife Adventures: Sharks *(available Fall 1989):* A simulation of a scientific investigation introduces players to the shark through four interactive stories. Playing the role of a marine biologist, an abalone fisherman or a sport diver, players investigate habits of the shark and search for creative ways to protect it. Includes a biological model and a database of helpful information. Developed by National Audubon Society. For ages nine to adult.

Audubon Wildlife Adventures: Poacher Patrol *(available Spring 1990):* Explore the world of poaching and smuggling that threatens many endangered species. In the role of government undercover agent, a private individual or an informer, learn about the dangerous task of protecting our wildlife. Four interactive stories simulate a scientific and social investigation. Developed by National Audubon Society. For ages nine to adult.

WARRANTY, BACKUP AND REPLACEMENT POLICIES

To register your warranty, complete and send the Advanced Ideas Warranty and Backup Registration Card within thirty (30) days from date of purchase.

Warranty Replacement

For a period of one year from the date of purchase, Advanced Ideas Inc. warrants to the original purchaser that the diskette provided is free from defects in materials or workmanship. Defective diskettes which were purchased less than one year ago should be sent, without the packaging or instructions, with a brief statement describing the defect, to Advanced Ideas for replacement without charge.

Out-of-warranty Replacement

For replacement after a period of one year from the purchase date, please send the diskette, without the packaging or instructions, with a brief statement describing the defect, to Advanced Ideas. Enclose a check, money order or purchase order for \$10.00 U.S. (includes postage). California residents must add their local sales tax.

Backup Diskette

To receive a backup diskette (limit one), send your completed Advanced Ideas Warranty and Backup Registration Card to Advanced Ideas with a check, money order or purchase order for \$10.00 U.S. (includes postage). California residents must add their local sales tax. Incomplete cards may not be processed.

3.5" Backup Diskette

To receive a 3.5" backup diskette, please send your completed Advanced Ideas Warranty and Backup Registration Card to Advanced Ideas with a check, money order or purchase order for \$10.00 U.S. (includes postage). California residents must add their local sales tax. Please indicate the need for a 3.5" diskette under "comments" on the warranty and backup registration card.

3.5" Replacement Diskette

To receive a 3.5" replacement diskette in exchange for a 5.25" diskette, send your original diskette, without the packaging and instructions, to Advanced Ideas, and enclose a brief note explaining your request.

APPENDIX A

HARD DISK DRIVE INSTRUCTIONS (IBM ONLY)

Hard Disk Installation Procedure

Wizard of Words can be installed on your hard disk; however, the software is still protected from unauthorized copying. Loading the software onto your hard drive requires the use of the special procedures outlined below. To insure success, please follow each step of the following instructions carefully. If you have any questions regarding either this procedure or hard disk directories, please first consult your Disk Operating System (DOS) manual before contacting Advanced Ideas.

STEP 1. Installing the Copy Protection:

This step will enable **Wizard of Words** to run from your hard disk. At the same time, it will disable the program on the floppy diskette. (Instructions for restoring the copy protection to the floppy diskette can be found on page 31. Never reinitialize your hard disk without restoring the copy protection to the floppy diskette first.) To install the copy protection:

STEP A. Turn on your monitor, then turn on your computer and boot DOS.

STEP B. Place the **Wizard of Words** diskette in any disk drive.

STEP C. Get the prompt (>) at the floppy disk drive by typing the letter designation of the drive (e.g. **A**, **B** or **C**) into which you have placed the **Wizard of Words** diskette. Then type a colon (:) and press **ENTER**.

Example: If you have placed the **Wizard of Words** diskette in Drive A, type: **A:** and press **ENTER**.

STEP D. At the prompt, type **INSTALLH** and press **ENTER**.

A message will appear on the screen which says:

Moving the copy protection to the hard disk.

Use REMOVEH to move it back to a floppy disk.

After a few moments, a message will appear on the screen which says:

You now have 0 fixed disk installs remaining.

The screen will then display the prompt for the floppy disk drive.

STEP 2. Make a Hard Disk Subdirectory:

Next, you must make a subdirectory for **Wizard of Words** on your hard disk. This step creates a location on your hard disk for the **Wizard of Words** program files which you will be copying to the hard disk. For detailed instructions, please consult the section of your DOS manual which covers DOS Commands and Directories. We suggest that you name your subdirectory **WIZARD**.

STEP 3. Copying the Wizard of Words Files:

Now you are ready to copy the program to the hard disk:

At the prompt, type **COPY *.* C:\WIZARD** and the letter designation of your hard drive followed by a colon and a backwards slash, then type the name of your new subdirectory and press **ENTER**.

Example: If your hard drive is Drive C, type:

COPY *.* C:\WIZARD and press **ENTER**.

The screen will display each file name as it is being copied to the hard disk, then it will display the number of files copied. After it is finished, the computer will return to the prompt.

Starting Wizard of Words from the Hard Disk

The steps listed above need to be performed just once before using **Wizard of Words** the first time. The following procedure is needed each time you wish to use **Wizard of Words**:

STEP 1. If your computer is off, turn on your machine and boot DOS.

STEP 2. Make sure you are logged on to your hard disk drive. (The prompt should include the letter designation of your hard disk drive.) If you are not logged on, type the letter designation, then type a colon and press **ENTER**.

Example: If your hard drive is Drive C, type:

C: and press **ENTER**.

STEP 3. At the prompt, type **CD**, a space, a backwards slash and the name you have given your new subdirectory, then press **ENTER**.

Example: Type:

CD \WIZARD and press **ENTER**.

The computer will return to the prompt.

STEP 4. At the prompt, type **AIWOW** (as in **Advanced Ideas Wizard Of Words**) and press **ENTER**.

The program will load and run normally.

Removing the Copy Protection

Use this procedure if you want to move **Wizard of Words** to a new hard disk or before reinitializing your hard disk. To remove the copy protection from your hard disk:

STEP 1. Turn on your monitor, then turn on your computer and boot DOS.

STEP 2. Place the **Wizard of Words** diskette in any floppy disk drive.

STEP 3. Get the prompt at the floppy disk drive by typing the letter designation of the drive into which you have placed the **Wizard of Words** diskette. Then type a colon and press **ENTER**.

Example: If you placed the **Wizard of Words** diskette in Drive A, type: **A:** and press **ENTER**.

STEP 4. At the prompt, type **REMOVEH** and press **ENTER**.

A message will appear on the screen which says:

**Moving the copy protection from the hard disk to a floppy disk.
Use INSTALLH to move it back to a hard disk.**

After a few moments, a message will appear on the screen which says:

You now have 1 fixed disk install remaining.

The screen will then display the prompt for the floppy disk drive.

